Game Chef 2014

Mikael Andersson
Discussion · 19 May 2014

I'm done! My game ended up with the name **Degenerate Semantics**. It's a game about poverty-stricken youth in a violent cyberpunkish city who band together for protection and opportunity against other gangs, factions, and the mercenary death squads that's all that's left of law and order.

The game elements are linguistic terms in a street slang language called Bandethal. Initially the players only know three terms (glitter, wild, and sickle - with a noun, adjective, and verb variant for each) but over time they will discover more, invent their own, and even redefine terms in a kind of linguistic turf war between the factions who "own" that part of the language.

What I really dug about the concept was that this means that players will come to invent what the game is about and the path their characters will take depending on what terms and definitions they introduce into the game. They could invent a noun that caused them to control distribution of a certain illegal spy drone, or a verb that let them impress people with their retro disco style... or both. It's like a *World game with only one move: to write more moves.

I used TiddlyWiki5 for this, since a wiki is a terrific tool for creating communal dictionaries. I wonder how many other people have taken "There Is No Book" towards inspiration for a dynamic web platform where the game takes shape as it's being played? I'm sure I'm not alone in this.

(in case I fiddle with it, the official before-the-deadline version of the game is

---

Mikael Andersson

Add to circles

here: http://lachekgc2014.tiddlyspot.com/_sites/l/la/lac/lachekgc2014/backup/index.20140518.2356330000.html)

Degenerate Semantics — by Mikael Andersson

lachekgc2014.tiddlyspot.com

Michael Wenman 19 May 2014 +1
Ooohh...this requires further researched. It's Bookmarked until I get to a decent internet connection.

Eric Nieudan 19 May 2014 +1
I really like the idea!
Regarding web platforms, I expect some games using them, but not a lot. A few years ago, I published a game as a tiddlywiki, and I suspect nobody read the whole thing :) Hopefully habits and tastes have changed now!

Add a comment...